

fears & flaws

pressun press

1. introduction

Slaying & Spelunking module for optional character traits.

2. fears

Function like traits and deal mental damage in failed conflicts. Players inflict mental damage to themselves to re-roll dice.

2.1. burning

Inflict one mental damage to re-roll one die when dealing with fire.

2.2. capture

Inflict one mental damage to re-roll one die when being restrained.

2.3. falling

Inflict one mental damage to re-roll one die to prevent falling from a high place.

2.4. fighting

Inflict one mental damage to re-roll one die when fleeing from a violent attacker.

2.5. darkness

Inflict one mental damage to re-roll one die when fleeing toward light.

2.6. monsters

Inflict one mental damage to re-roll one die when fleeing otherworldly creatures.

2.7. screaming

Inflict one mental damage to re-roll one die when fleeing from loud noises.

2.8. drowning

Inflict one mental damage to re-roll one die when fully submerged in water.

3. flaws

Function like traits and gain notches when used in specific situations.

3.1. rage

Gain one notch for dealing physical damage.

3.2. awkward

Gain one notch for failing to persuade.

3.3. gullible

Gain one notch for failing a social conflict.

3.4. cocky

Gain one notch when acting alone.

3.5. dishonest

Gain one notch for every successful deception.

3.6. greed

Gain one notch for every new item obtained.

3.7. humorous

Gain one notch for every joke no one laughs at.

3.8. lazy

Gain one notch for not rolling in a failed conflict.

3.9. clumsy

Gain one notch for taking physical damage.

3.10. judgemental

Gain one notch for insulting a non-ally character.

4. notice

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